

**TANDY®**

Cat. No. 26-3100



# **MIND- ROLL™**

A 3-D GAME OF  
SPEED AND DEXTERITY

**EPYX**



## **Relax . . .**

Take a deep breath and leave your body behind. You're now the Orb of Id, ready to bump, bash, roll, and crash through ten different planes of an insane 3-D puzzle. Slide around shocking Electric Seas, bounce off invisible walls, and pick up Keys and Amulets to escape disturbingly infinite mazes. Move fast to finish each plane in time, but don't get careless . . . one step over the edge and you'll fall into the deep, dark Void of Freud!

## **System Components**

You'll need the following equipment to play *Mind-Roll*:

- f* Tandy Color Computer 2 or 3 with 64K of memory.
- f* RGB monitor or color television.
- f* Joystick (optional).

## Getting Started

**WARNING: Make sure your Tandy Color Computer is turned OFF before inserting or removing a Program Pak.**

1. Set up your system. If you're using a joystick, connect it to the left joystick port on the back of the computer.
2. Insert the *Mind-Roll* Program Pak, label side up, into the cartridge slot on the right side of the computer.
3. Turn on your monitor or television, then turn on your computer. The first screen appears.
4. **For the Color Computer 3**, choose your monitor type by pressing **R** for RGB color monitor or **C** for color television or color composite monitor.
5. **For the Color Computer 2 or 3**, press **J** for joystick control or **K** for keyboard control.
6. The *Mind-Roll* title screen appears. After the title music plays, a demonstration game begins. Press **Spacebar** or the fire button at any time to begin play.

7. The Choose Plane table appears. Highlight the plane you want by moving the joystick handle, pressing the **Left** or **Right Arrow** keys, or typing the correct number. Press the fire button or **Spacebar** to begin playing that plane.
8. When you solve a plane, the Bonus Plane appears. Follow the arrows to play the bonus round.
9. When the bonus round ends, press **Spacebar** or the fire button. The Choose Plane table appears so you can select your next plane. (As the game progresses, the Choose Plane table will show only the numbers of planes you haven't yet solved. Solving each plane increases the difficulty of unsolved planes.)

# Game Controls

Use these controls to roll the 8-ball:

**Joystick**

**Letter Keys**

**Arrow Keys**

|

J+I      I+K

J      K

J+M      M+K

M

Press the fire button or **Spacebar** to jump.

Press **P** to pause the game. Press it again to continue.

Press **Q** to begin a new game at the Choose Plane table.

## **Surviving the Planes**

Time is your worst enemy. The upper right corner of the screen shows the time units you have left to complete the plane. As you roll through the planes, keep an eye out for the symbols below. Some are beneficial, some are bothersome, and some are down-right lethal. Touch the Goal to complete each plane. You end a game and return to the Choose Plane table if you bump into an Eliminator or time runs out.

## **It's Up to You!**

**Plane 1** Roll or bounce the length of the plank and drop through the Void into five subplanes. Two hints: In subplane 3, avoid the Electric Sea ... it speeds up the clock. Slalom to the finish in subplane 5. If you leave plane 1 before solving all five subplanes, you can return to it later to complete them.

**Plane 2** Roll over Keys (in the right order) to open doors. Roll near Keys to make more Keys appear. Use Teleports to scout out the entire maze.

**Plane 3** Stay out of the Electric Sea. Find four hidden Amulets to make the Goal appear.

**Plane 4** Race down the track as fast as you can, using diagonal controls for left and right moves. Avoid time-draining blocks and use Lifts up and down since your jumps are limited.

**Plane 5** Fill the puzzle with tiled squares.

**Plane 6** Grab the right four Surprises to see the Goal. Some surprises give you jumps. If you grab the wrong Surprises, you turn on the pneumatic tubes and wind up at an Eliminator.

**Plane 7** Pick up extra Time Boosters ... you can use them in other planes. Pick up all the Time Boosters to play an extra level.

**Plane 8** Roll over all four Keys in one of the four mazes before you run out of time!

**Plane 9** Bash out all the cubes. Energizers temporarily boost your speed. Avoid the flashing squares!

**Plane 10** Bounce from platform to platform, but tackle only one unit of height at a time to avoid a time penalty. Get to the Goal as fast as you can!

**Bonus Plane** Follow the arrows to play. When the round ends, press **Spacebar** or the fire button to get back to the Choose Plane table.

## **Scoring**

You score points by rolling over these symbols:

Amulet ..... 5 points

Key ..... 2 points

Surprise ..... 2 points

When you successfully complete a plane, any time units remaining convert to points. (For example, 5 time units remaining earn you 5 points.) Time left when you finish a plane also carries over to the next plane you play. Bonus rounds are worth 20 points.

*Mind-Roll* Color Computer conversion was programmed by Jesse Taylor and tested by Erik Flom and Scott Duckett.

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Original *Mind-Roll* game program © 1988 by Thalamus, Ltd.

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## **3-D planes that'll blow your mind!**

Roll off the edge of infinity and into dimensions that have no room for mental midgets. Dodge electrical seas. Bounce the lights out of flashing checkerboard squares. And blow up blocks that keep you from bouncing to the next thrilling plane! Ten incredible dimensions to conquer.

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- RGB Monitor or Television.
- Joystick (optional).